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#### THE SPEAKER



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"Giving bad commanders more information does not make them good. They just make bad decisions faster, or get so overwhelmed that they can't make any decision"



#### C2 PURPOSE

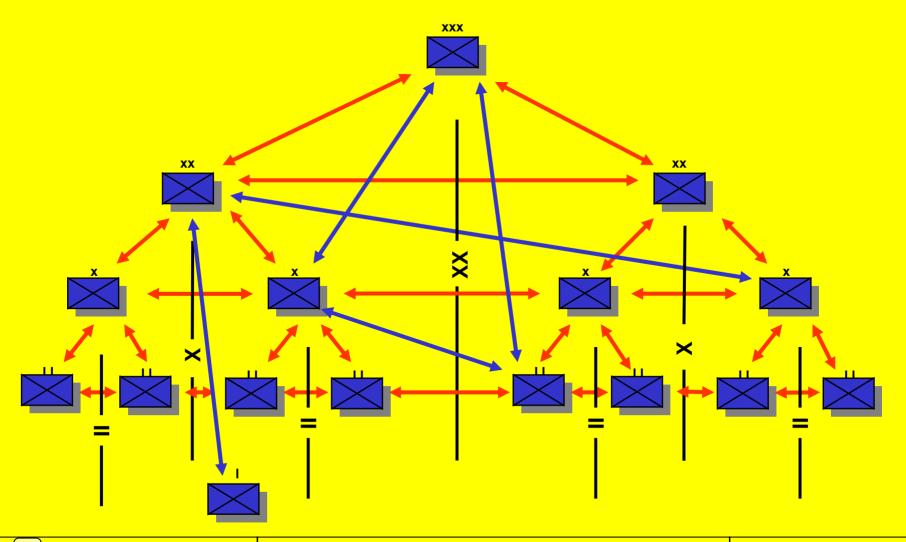


- To reduce time consumption
- To improve the basis for decisions.
- To improve exchange of information.
- To improve handling of information.
- To modernise the presentation of information
- To improve and extend the use of computer assisted exercises (CAX).



#### **INFORMATION EXCHANGE**





### WHAT TO HANDLE?

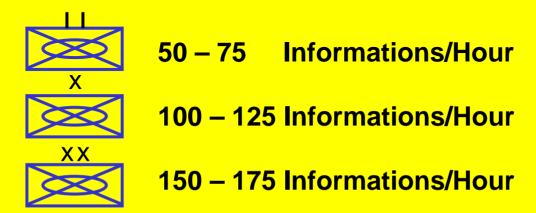


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### WHAT TO HANDLE? (INVESTIGATIONS)



#### **G2:** (Good old Warsaw Pact scenario)



#### **Division and sub units:**

116.000 full filled pieces of A4 papers/24 Hour

## **Division (SE Investigation):** 70.000 Updates per 24 Hours



#### WHAT TO HANDLE?



#### **PLANS & ORDERS:**

- 5 Operational Plans Incl. Orders (STANAG 2014), Task Organisation, Request's

#### **EXECUTION/CURRENT SITUATION:**

- Exchange Information between min. 20 units
- Continuous exchange of information on unit positions, activities, holdings, geometri (boundaries, phase-lines etc.) for four parties (own, enemy, unknown, neutral)
- Min. 200 exchanges per server per hour.
- Request's

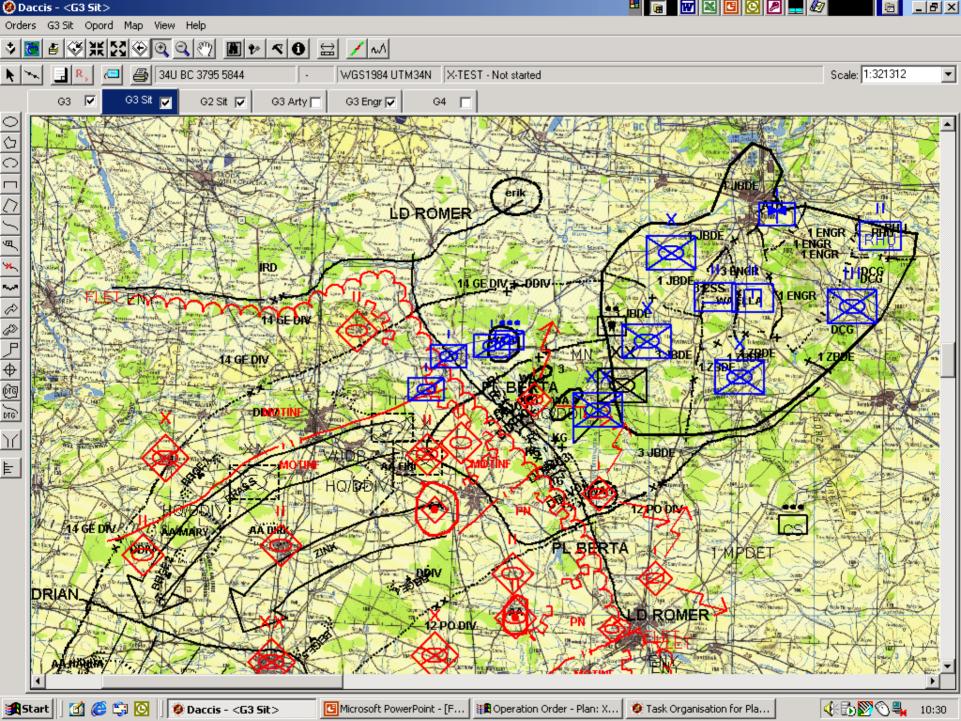


### **WHAT TO HANDLE? (Cont.)**



#### **BASIC INFORMATION:**

- Exchange of information on organisation, incl. Materiel, holdings and personel.

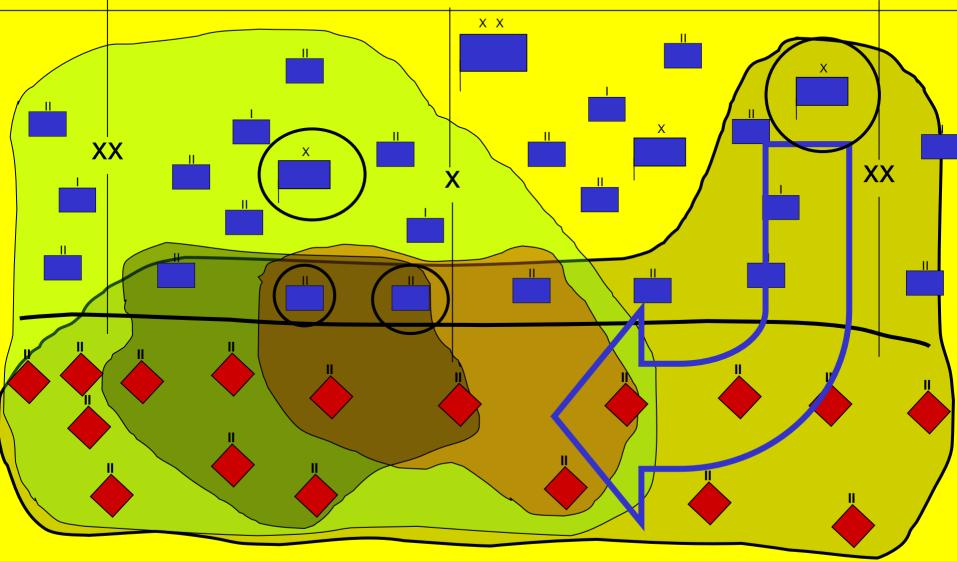






# AREA OF INTEREST (WARFIGHTING)







#### **COMMON OPERATIONAL PICTURE**



# WHO IS DECIDING WHICH INFORMATION THE COMMON OPERATIONAL PICTURE INCLUDES?

- ONLY THE COMMANDER'S INVOLVED!



### **PROBLEMS!**

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### **COMMUNICATIONS**

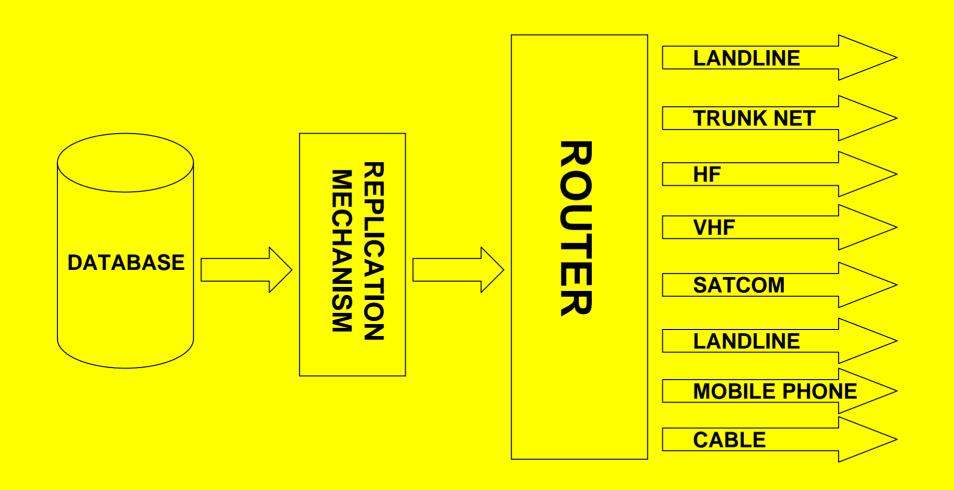


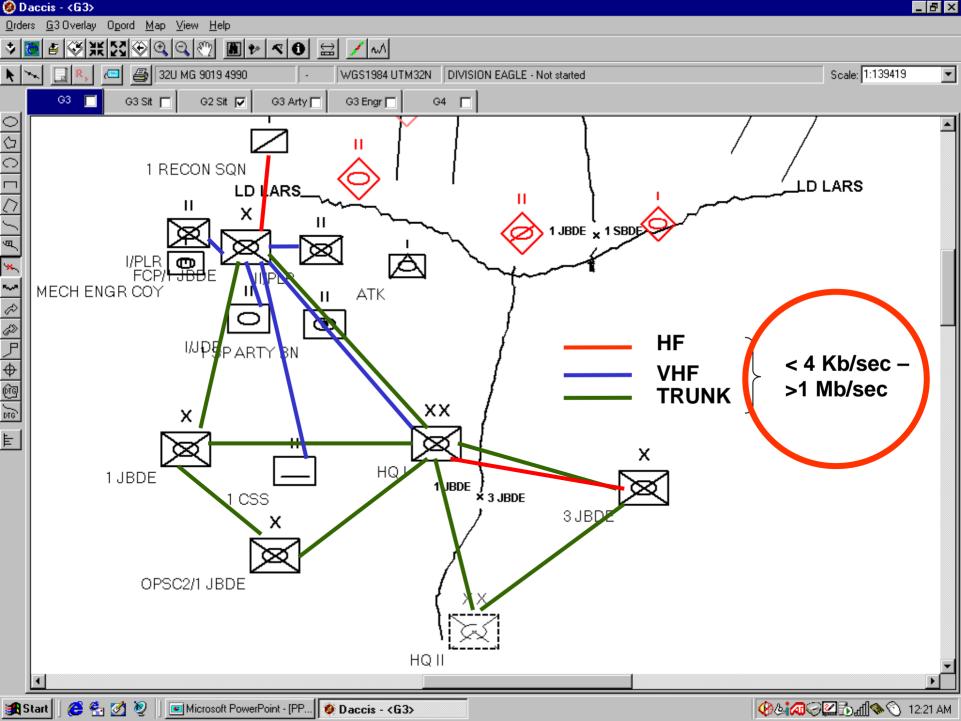




#### COMMUNICATION









#### **REPORTS**



**DID YOU KNOW THAT...** The following messages have support for automatic processing, updating and generation:

#### Land:

JUNIT

**OPSITREP** 

EOPSITREP

PERSREP

OWNSITREP

**ENSITREP** 

#### Naval:

GOLD

XCTC

NAVSITREP

NAVSITSUM

MARINTREP

MARINTSUM

UNSTATREP

NAVACTREQ

NAVACTSUM

OPSTATREP

#### Joint:

ASSESSREP

LOGASSESSREP

CISSITREP

**PSOSITREP** 

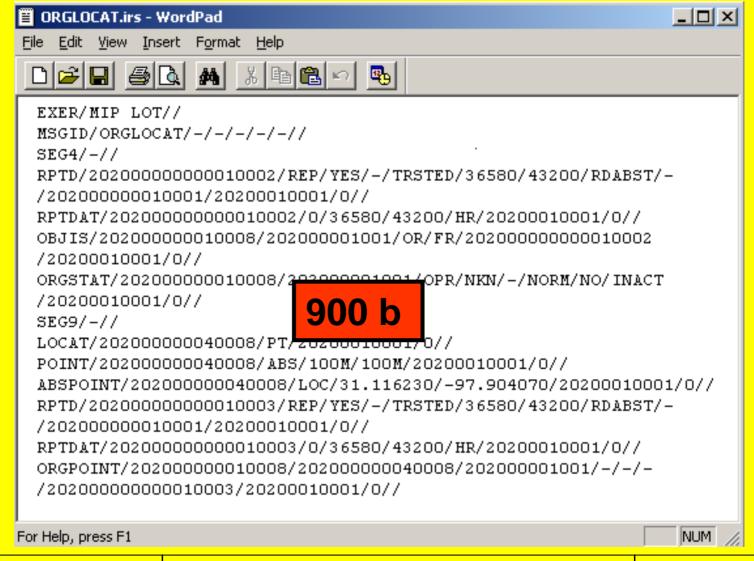
MEDASSESREP

MEDSITREP



#### MIP MTF ORGLOCAT

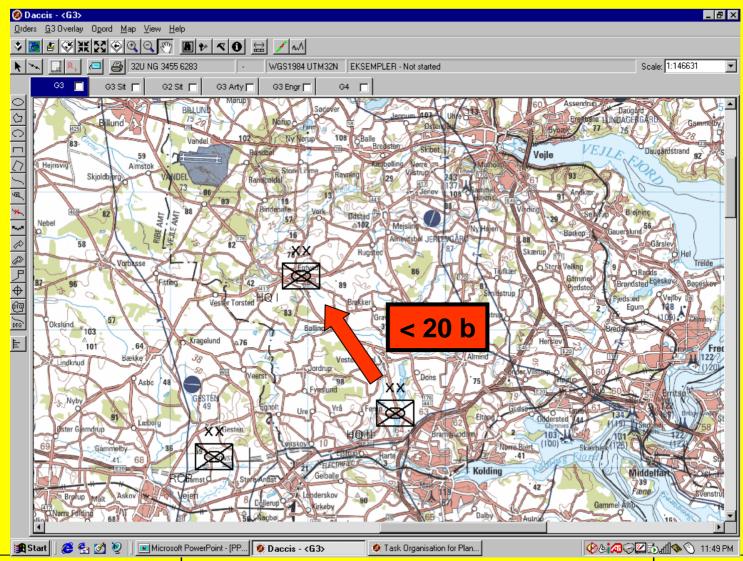






## DACCIS Database to Database Exchange







#### THE BATTLE OF BANDWIDTH



#### TO DAY:

**CCIS** 

#### **TO MORROW:**

- ARTILLERY
- AIR DEFENCE
- ENGINEER
- CIMIC
- LOGISTICKS
- COMMS
- NGO'S
- POLICE
- ETC.



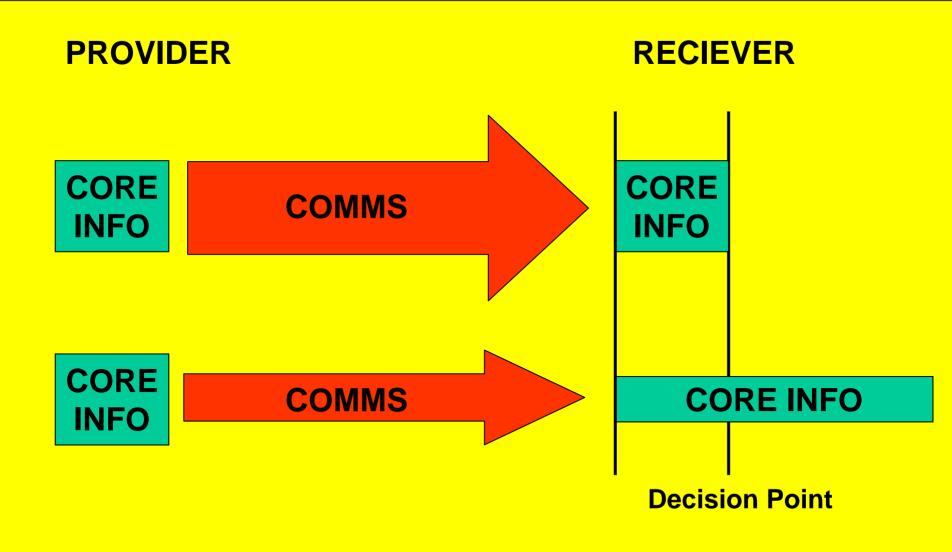


### BANDWIDTH IS A PROBLEM!



#### THE PROBLEM

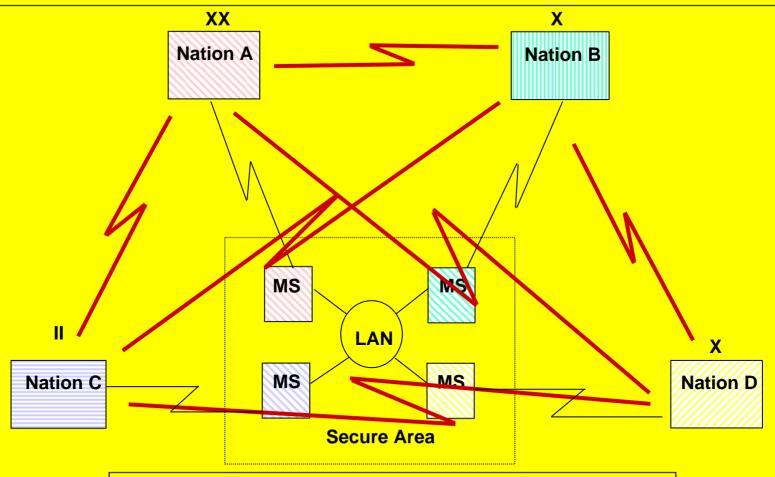






### A POSSIBLE REW STOP TION





DIRECT DATABASE TO DATABASE CONTROLLED UPDATES



#### **OPERATIONAL DOMAIN'S**



- Planning
- Execution/Situation
- Reference data



# FUNCTIONAL AREA'S (An examble)

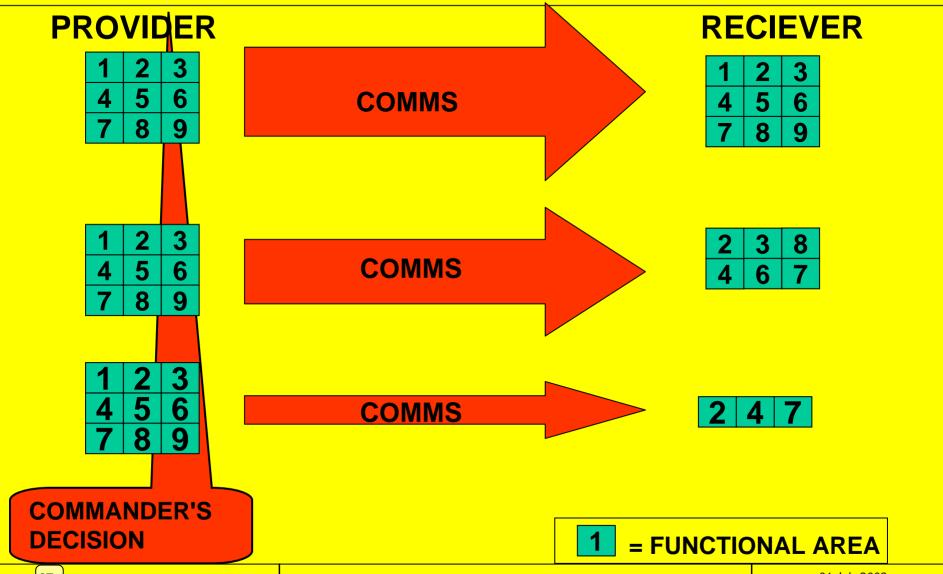


- 1: Manoeuvre
- 2: Intelligence
- 3: Fire Support
- 4: Logistic
- 5: Mobility/Counter mobility
- 6: Survivability/Protection
- 7: Air Defense
- 8: Command and Control
- 9: CIMIC



### THE CORE MILITARY INFORMATION MUST BE DIVIDED



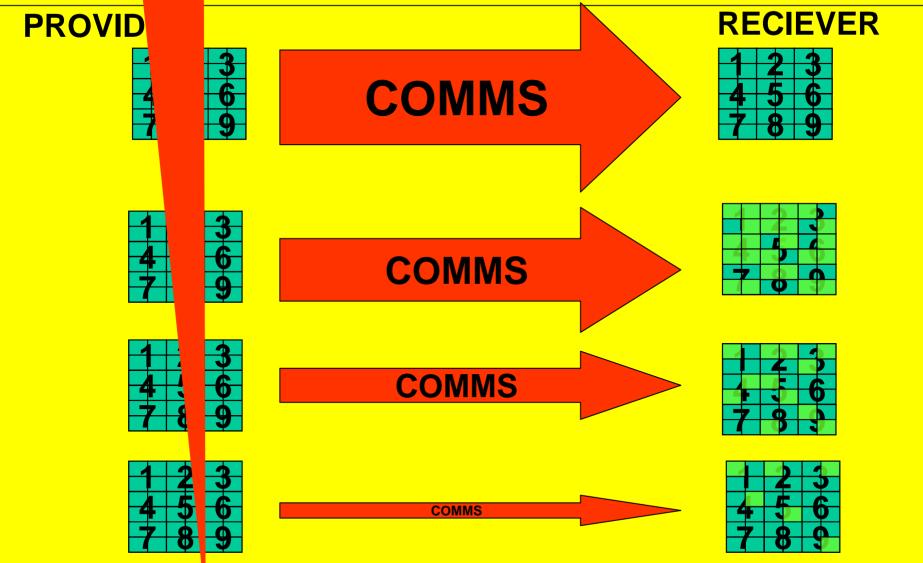






### CORE MILITARY INFORMATION MUST BE DIVIDED (2)



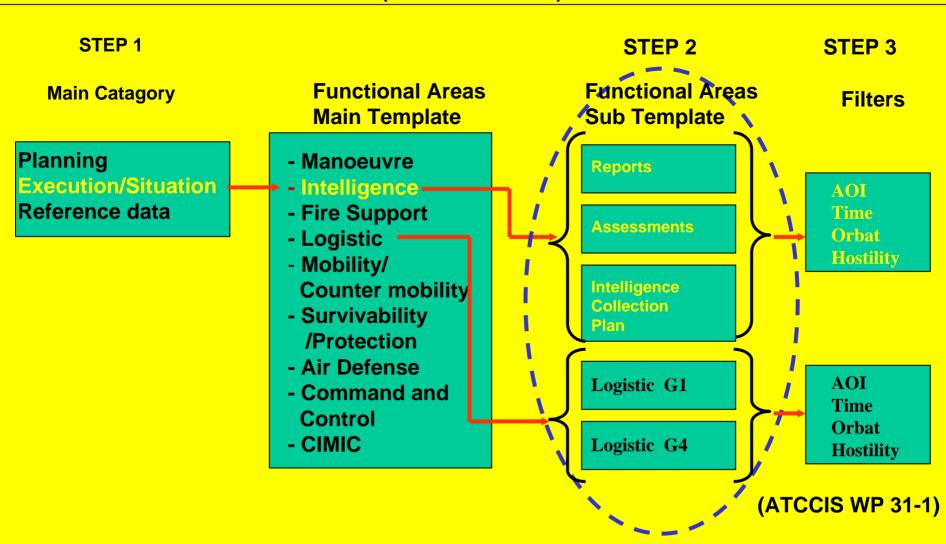




#### **DYNAMIC CONTRACTING**



**(ATCCIS WP 18-2)** 

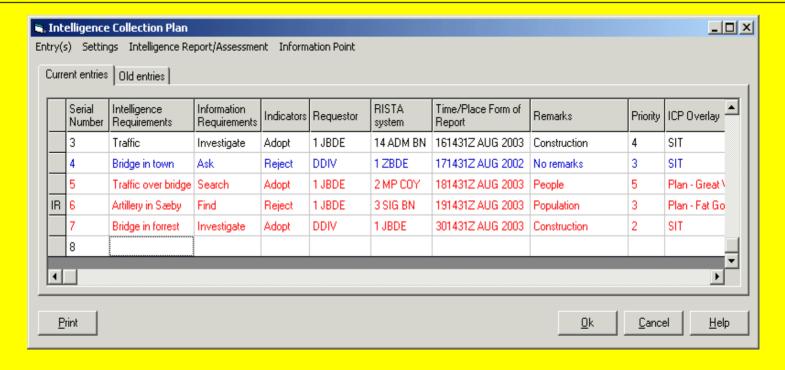




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#### REQUEST/RESPONSE



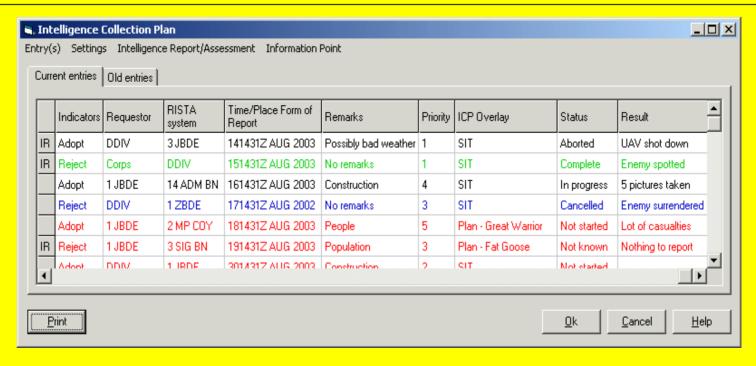






# REQUEST/RESPONSE (Cont.)





Color code:

Red – New ICP entries, which have not been "accepted" by the actor.

Green – The ICP entry is completed.

Blue – The specified time of completion for the ICP entry has passed.

Black – All other situations.



#### **ADVANTAGES**



- SUPPORTS DOCTRINE
- SUPPORTS CHANGE IN DOCTRINE
- SUPPORTS COMMANDERS EXACT NEEDS
- SUPPORTS Adat-P3/MTF/USMTF
- SUPPORTS CHANGE OF MISSION
- SUPPORTS PRIORITISING OF DATA
- COUNTERACT INFORMATION OVERLOAD
- SUPPORTS CHANGING OF UNIT COMPOSITION



### **ADVANTAGES (2)**



- SUPPORTS SECURETY
- SUPPORTS CHANGE IN ORGANISATIONAL STRUCTURES
- SUPPORTS CHANGE OF OPERATION TYPE (CONFLICT SPECTRUM)
- SUPPORTS DATA FLOW CONTROL (SAVING BANDWIDTH)
- SUPPORTS OPERATIONS "ON THE MOVE"
- CHANGE OF HQ LOCATIONS



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# MULTILATERAL INTEROPERABILITY PROGRAM



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# 5 Reasons Not to Worry About The Information Exchange Problem



- 1. There is too much data already soldiers can't handle it.
- 2. Bandwidth is not a problem (It's just a modulation problem).
- 3. High speed radios will soon permeate the battle field.
- 4. Nothing will ever replace USMTF/MTF/AdatP-3.
- 5. Industry will fix this problem.

Sam Chamberlain, Ph.D.

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Computer & Communication Sciences Division

35 01 July 2008



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